AMENDMENTS TO THE CLAIMS

Claim 1-19 (canceled)

Claim 20 (new):   A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

a.   developing a hierarchy of patrons;

b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

   i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

   ii.   allocating a return time in relation to a hierarchy level of a patron in the hierarchy; and

   iii.   permitting the patron to remotely receive a response that includes the return time for the attraction;

c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having said return time, the operation providing first-in first-out access to any patron not having an allocated return time; and

d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request.

Claim 21 (new):   The method of claim 20, wherein the return time is redeemed through an automatic procedure, wherein the automatic procedure includes any one of a reading of a radio frequency identification allocated to the patron, a reading of a magnetic code allocated to the patron, or a reading of a barcode allocated to the patron.

2

Claim 22 (new): The method of claim 20, wherein the return time is redeemed at a time of entry into the entertainment environment or at the time of entry into the attraction in the entertainment environment.

Claim 23 (new): The method of claim 20, further comprising the steps of permitting at least one exchange or return of the return time to the patron having the return time, and updating the computation of the number of patrons allowed to enter the attraction based on the at least one exchange or return of the return time.

Claim 24 (new): A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and

        iv.   permitting the patron to select a return time from the available return times;

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time; and

3

d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request.

Claim 25 (new): The method of claim 24, wherein a selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for different attractions in the entertainment environment.

Claim 26 (new): The method of claim 24, wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons from a second selection of patrons, the first selection of patrons and the second selection of patrons being at in least one of the hierarchy levels.

Claim 27 (new): A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating a return time in relation to a hierarchy level of a patron in the hierarchy; and

        iii.   permitting the patron to remotely receive a response that includes the return time for the attraction;

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having said return time, the

4

operation providing first-in first-out access to any patron not having an allocated return time; and

d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making a priority request, patrons resident in a facility associated with the entertainment environment when making the priority request, and patrons located at the entertainment environment when making the priority request.

Claim 28 (new): The method of claim 27, wherein the return time is redeemed through an automatic procedure, wherein the automatic procedure includes any one of a reading of a radio frequency identification allocated to the patron, a reading of a magnetic code allocated to the patron, or a reading of a barcode allocated to the patron.

Claim 29 (new): The method of claim 27, wherein the return time is redeemed at a time of entry into the entertainment environment or at the time of entry into the attraction in the entertainment environment.

Claim 30 (new): The method of claim 27, further comprising the steps of permitting at least one exchange or return of the return time to the patron having the return time, and updating the computation of the number of patrons allowed to enter the attraction based on the at least one exchange or return of the return time.

Claim 31 (new): A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

a.   developing a hierarchy of patrons;

b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

i.   receiving an input from a remote location, the input being communicated
to a central computer, the central computer regulating a number of patrons
allowed to enter the attraction;

ii.   allocating available return times in relation to a hierarchy level of a patron
in the hierarchy;

iii.   permitting the patron to remotely receive a response that includes the
available return times for the attraction; and

iv.   permitting the patron to select a return time from the available return
times;

c. employing an operation to provide the patron access to the attraction, the
operation providing priority access to the patron having the return time, the
operation providing first-in first-out access to any patron not having an allocated
return time; and

d. wherein the hierarchy is determined on the basis of patrons remotely located away
from the entertainment environment when making a priority request, patrons
resident in a facility associated with the entertainment environment when making
the priority request, and patrons located at the entertainment environment when
making the priority request.

Claim 32 (new): The method of claim 31, wherein a selection of patrons is permitted to make
multiple priority requests, the multiple priority requests being for different attractions in the
entertainment environment.

Claim 33 (new): The method of claim 31, wherein a first selection of patrons is permitted to
make multiple priority requests, the multiple priority requests being for patrons from a second
selection of patrons, the first selection of patrons and the second selection of patrons being at in
least one of the hierarchy levels.

Claim 34 (new): A method of managing the loading of patrons to an attraction in an
entertainment environment wherein patrons are permitted access to the attraction on at least two

6

bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating a return time in relation to a hierarchy level of a patron in the hierarchy; and

        iii.   permitting the patron to remotely receive a response that includes the return time for the attraction;

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having said return time, the operation providing first-in first-out access to any patron not having an allocated return time;

    d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request; and

    e.   wherein a selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for different attractions in the entertainment environment.

Claim 35 (new):   A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons;

7

b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

     i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

     ii.   allocating a return time in relation to a hierarchy level of a patron in the hierarchy; and,

     iii.   permitting the patron to remotely receive a response that includes the return time for the attraction;

c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having said return time, the operation providing first-in first-out access to any patron not having an allocated return time;

d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request; and

e.   wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons from a second selection of patrons, the first selection of patrons and the second selection of patrons being at in least one of the hierarchy levels.

Claim 36 (new): A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

a.   developing a hierarchy of patrons;

b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

8

    i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

    ii.   allocating a return time in relation to a hierarchy level of a patron in the hierarchy; and

    iii.   permitting the patron to remotely receive a response that includes the return time for the attraction;

c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having said return time, the operation providing first-in first-out access to any patron not having an allocated return time;

d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making a priority request, patrons resident in a facility associated with the entertainment environment when making the priority request, and patrons located at the entertainment environment when making the priority request; and

e.   wherein a selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for different attractions in the entertainment environment.

Claim 37 (new): A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

a.   developing a hierarchy of patrons;

b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

      i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

      ii.   allocating a return time in relation to a hierarchy level of a patron in the hierarchy; and

      iii.   permitting the patron to remotely receive a response that includes the return time for the attraction;

c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having said return time, the operation providing first-in first-out access to any patron not having an allocated return time;

d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making a priority request, patrons resident in a facility associated with the entertainment environment when making the priority request, and patrons located at the entertainment environment when making the priority request; and

e.   wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons from a second selection of patrons, the first selection of patrons and the second selection of patrons being at in least one of the hierarchy levels.

Claim 38 (new): A system of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis, established by a prior allocation of a time of entry into said attraction, the system comprising:

a.   a hierarchy of patrons;

b.   a computing device to regulate a number of patrons allowed to enter the attraction, the computing device managing a priority request for an allocation of a time of entry into said attraction, the computing device including:

10

    i.   an input device, the input device receiving a signal from a remote location;

    ii.   an allocation table, the allocation table allocating a return time in relation to a hierarchy level of a patron; and

    iii.   an output device, the output device transmitting the return time to the remote location;

c.   means to provide the patron access to the attraction based on the return time, wherein the means to provide the patron access to the attraction provides priority access to the patron having said return time, and wherein the means to provide the patron access to the attraction provides first-in first-out access to any patron not having an allocated return time; and

d.   wherein the hierarchy developed on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making a priority request.

Claim 39 (new): The system of claim 38, wherein the hierarchy is further determined on the basis of patrons resident in a facility associated with the entertainment environment when making the priority request.

Claim 40 (new): The system of claim 38, wherein a selection of patrons is permitted to make multiple priority requests, the multiple requests being for different attractions in the entertainment environment.

Claim 41 (new): The system of claim 38, wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons from a second selection of patrons, the first selection of patrons and the second selection of patrons being at in least one of the hierarchy levels.

Claim 42 (new): The system of claim 38, wherein the return time is redeemed through an automatic procedure, wherein the automatic procedure includes any one of a reading of a radio frequency identification allocated to the patron, a reading of a magnetic code allocated to the patron, or a reading of a barcode allocated to the patron.

11

Serial No. 10/687,243   PATENT
                                                                 Docket No. 58085-010202

Claim 43 (new): The system of claim 38, wherein the return time is redeemed at a time of entry into the entertainment environment or at the time of entry into the attraction in the entertainment environment.

Claim 44 (new): The system of claim 38, further comprising means to permit at least one exchange or return of the return time to the patron having the return time, and to update the computation of the number of patrons allowed to enter the attraction based on the at least one exchange or return of the return time.

Claim 45 (new): A system of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis, established by a prior allocation of a time of entry into said attraction, the system comprising:

    a.   a hierarchy of patrons;

    b.   a computing device to regulate the number of patrons allowed to enter the attraction, the computing device managing a priority request for an allocation of a time of entry into said attraction, the computing device including:

        i.   an input device, the input device receiving a signal from a remote location;

        ii.   an allocation table, the allocation table allocating available return times in relation to a hierarchy level of a patron; and

        iii.   an output device, the output device transmitting to the remote location; available return times to the first attraction;

    c.   a selection device at the remote location, the selection device permitting the patron to select a return time from the available return times;

    d.   means to provide the patron access to the attraction, wherein the means to provide the patron access to the attraction provides priority access to the patron having a return time, and wherein the means to provide the patron access to the attraction provides first-in first-out access to any patron not having an allocated return time; and

12

e.   wherein the hierarchy developed on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request.

Claim 46 (new): The system of claim 45, wherein the hierarchy is further determined on the basis of patrons resident in a facility associated with the entertainment environment when making the priority request.

Claim 47 (new): A system of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis, established by a prior allocation of a time of entry into said attraction, the system comprising:

a.   a hierarchy of patrons;

b.   a computing device to regulate the number of patrons allowed to enter the attraction, the computing device managing a priority request for an allocation of a time of entry into said attraction, the computing device including:

    i.   an input device, the input device receiving a signal from a remote location;

    ii.   an allocation table, the allocation table allocating available return times in relation to a hierarchy level of a patron; and

    iii.   an output device, the output device transmitting to the remote location; available return times to the first attraction;

c.   a selection device at the remote location, the selection device permitting the patron to select a return time from the available return times;

d.   means to provide the patron access to the attraction, wherein the means to provide the patron access to the attraction provides priority access to the patron having a return time, and wherein the means to provide the patron access to the attraction provides first-in first-out access to any patron not having an allocated return time;

e.   wherein the hierarchy developed on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request; and

13

     f.   wherein a selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for different attractions in the entertainment environment.

Claim 48 (new): The system of claim 47, wherein the hierarchy is further determined on the basis of patrons resident in a facility associated with the entertainment environment when making the priority request.

Claim 49 (new): A system of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis, established by a prior allocation of a time of entry into said attraction, the system comprising:

     a.   a hierarchy of patrons;

     b.   a computing device to regulate the number of patrons allowed to enter the attraction, the computing device managing a priority request for an allocation of a time of entry into said attraction, the computing device including:

          i.   an input device, the input device receiving a signal from a remote location;

          ii.   an allocation table, the allocation table allocating available return times in relation to a hierarchy level of a patron; and

          iii.   an output device, the output device transmitting to the remote location; available return times to the first attraction;

     c.   a selection device at the remote location, the selection device permitting the patron to select a return time from the available return times;

     d.   means to provide the patron access to the attraction, wherein the means to provide the patron access to the attraction provides priority access to the patron having a return time, and wherein the means to provide the patron access to the attraction provides first-in first-out access to any patron not having an allocated return time;

     e.   wherein the hierarchy developed on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request; and

<center>14</center>

f   wherein a first selection of patrons is permitted to make multiple priority requests,
        the multiple priority requests being for patrons from a second selection of patrons,
        the first selection of patrons and the second selection of patrons being at in least
        one of the hierarchy levels.

Claim 50 (new): The system of claim 49, wherein the hierarchy is further determined on the basis of patrons resident in a facility associated with the entertainment environment when making the priority request.